PASSCHENDAELE [illegible]

[illegible] 1979.

Many novices have written and asked for information on the zine, [illegible] and there's no better way to give it than by putting it in first page...

PASSCHENDAELE is a magazine mainly devoted to the play of postal [illegible] Diplomacy games, and is currently owned, copyrighted (1978), edited [illegible] published by François Cuerrier, Stanton Residence, 6033, University of [illegible] Ottawa, Ont. K1N 9A7. My phone number is [illegible]-(613)-231-5400, but I [illegible] that you send letters instead of making calls. I may be reached between [illegible] 2300, on Mondays, Thuesdays, Wednesdays, and Fridays.

PASSCHENDAELE is also interested in wargames, variants, and [illegible] general interest.

Postal Diplomacy games are always open to subscribers in my zine [illegible] as soon as seven persons have registered. Registration includes [illegible] gamefee ($1.50) and continuous subscription to PASSCHENDAELE. Subscriptions to PASSCHENDAELE are 3/$1.00 (North America) or 2/$1.00 (elsewhere). [illegible] I will add 1¢/page for each page over 10 pages (when the zine has [illegible] pages) while I'll deduce 2¢/page under 8pages (when the zine has less [illegible]). In addition, all issues published during either April or December are [illegible] subscribers.

All readers should note that the editor pays $1.00/page for [illegible] $0.75/page for humour-related articles, and $0.50/page for all other articles.

The best press of the month produces $0.50 credit to its author.

Please note that cheques should be made payable to François [illegible]. I won't take any responsibility for the loss of cash in the mail.

Deadlines are every 28 days (uh...make that every 4 weeks), which corresponds to the frequency of publication of PASSCHENDAELE. All readers, [illegible] mainly the novices, are strongly urged to join the standby list, which [illegible] them to take over positions which the original player has discontinued. [illegible] list presently includes Jan Jensen, Brian Johnston, Frank Hai[illegible], John [illegible], Ron Kelly, Craig A. Reges, Shaun Naus, David Steele, Ron Killeen and [illegible] Acheson. The standby who completes his position gets $1.50 credit.

<u>Headlines...</u>

1. The first headline concerns the postal system. Apparently, it has not been its job very well, [illegible]ally lately--if you're in a game, it's [illegible] send your orders in [illegible] days before the deadline. Also, I understand [illegible] the CPS is now refusing to give first class handling to any printed [illegible] (ie. all zines), even if first class postage is paid. To improve [illegible] situation, I have decided that:
   (a) from now on I will mail my issues before 10 a.m. Saturday, [illegible] only about 16 hours after the deadline. This will involve [illegible] hassles and lots of disadvantages for me. I know, I know--but it [illegible] improve the situation. Possible exceptions may occur during [illegible] December (exam time, Christmas and/or Easter time...), when I [illegible] super-issues, or...when I fall asleep on the work!
   (b) send the players' copies of the zine in envelopes--then first class service will be given by the CPS. This will cost me a lot--as much as nearly $30 a year! But it's worth it, and PASSCHENDAELE's subscription costs will NOT increase...

These measures should give at least three extra days to all players for negotiations and all that. By the way, don't forget that postage for a one ounce letter will increase from 14¢ to 17¢ as of April 1st, 1979.

Apparently, Jerry Jones has taken over the job of publishing DIPLOMACY WORLD for good, and that the next issue is coming out of the presses. Next issue will be sent out soon, I'm told.

Dunkerque is born! As usual, here is the alignment, according to my records:
Austria (Robert Acheson) (xxxxxxx): c/o Echo Bay Mines, Port Radium, North-West Territories, X0E 0X0.
England: Bruce Schneier (xxxxxxT), 455 East 17 Street, Brooklyn, NY11226, US.
France: Steve Berrigan (FGERTAI), 1208 Albany Dr., Ottawa, Ont. K2C 2L4.
Germany: Roy Norton (xxxxxxx), 35 Roslyn Ave., Ottawa, Ont. K2C 2L4.
Italy: Dan MacMillan (xxxxxxx), c/o Expert Tool, 11617-147th St., Edmonton, Alta. T6E 7W6.
Russia: Robert Paquin (xxxxxxx), 8885 Mauriac, St.-Léonard, PQ. H1P 2N4.
Turkey: John Lipscomb (xxxxxxx), 1203 Osler St., Saskatoon, Sask. S7N [illegible] 0T8.

The deadline for this game is April 20, 1979. If that's not enough time for negotiating, tell me. Not sending orders (or not telling me there hasn't been enough time) will be considered as giving me the green light to proceed with the game.
The only things that "piles me off" about this game is that two people come from the same city (since it's easier for them to negotiate) and that almost nobody made use of preference lists. But these are only minor points...

Two persons have already registered for my fifth regular Diplomacy game, [illegible]. They are Robert Acheson and Robert Paquin. The gamefee is only $1.50.

ANTWERP is born! For those who wonder what this is, ANTWERP is NOT an [illegible]. It is my new sub-zine. ANTWERP will contain lotsa games, and will be warehouse in the extreme. The raison d'être of ANTWERP is that I consider [illegible] PASSCHENDAELE (and any other zine, for this matter of fact—but this is [illegible] question of personal taste...) shouldn't contain more than five games, [illegible] including RUSSIAN CAMPAIGN, the chess games, and the variants. The surplus games will all be poured into ANTWERP. Usually, ANTWERP will appear at the same time as PASSCHENDAELE; it will be free for the players in it, and [illegible] for a ridiculous amount (to cover postage, basically) for those who don't play; however, it'd be absurd to "sub" unless you're a player, and [illegible] it will be even more ridiculous to send $ as you can get it for NOTHING. ANTWERP will permit me to cram in more articles (in PASSCHENDAELE, that is, [illegible] get the orphans organized. By the way, ANT[illegible] will (rather, already [illegible] 1977A2, 1977AT, 1976A, and 1976CX, w[illegible] PASSCHENDAELE will g[illegible] 1978Q, 1978R, 1978S and 1977AB.

[illegible] ignment's list:
[illegible] William Presber, 958 Clifton St., Winnipeg, Manitoba. R3G 2T3.
[illegible] Lawrence Gillespie, 23 Allen Drive, Halifax, NS. B3M 3G9.
[illegible] Allen Rowland, College Station, PO Box 2173, Easton, PA18042, US.
[illegible] Bruce Schneier, 455 East 17 Street, Brooklyn, NY11226, US.
[illegible] Franco Cauk, 209 Silverthorn Ave., Toronto, Ont. M6N 3K2.
[illegible] Cecil Nurse, 115 Hinsdale Ave. West, Toronto, Ont. M5P 1G6.

Things seem to be getting organized around here (sob...). Putting out ANTWERP will certainly help in getting the orphans ~~picked up~~ organized. Also, re-CDO, things are getting organized too! (Not that they were disorganized before.) Now it seems that the position of CDO-Coordinator will be abolished—the CDO-Coordinator seems to be an officer that does nothing when he's around, and spreads confusion when he finally drops out of the hobby. We figured

[illegible] the term could be redefined to include all the odd jobs I've picked up within CDO, but what the heck? It's only semantics...

This brings me to my next point (wait!): It looks like I am to publisher of THE NATIONAL (a zine of information to GMs) which hopefully will provide some services. Since it will be published tri-monthly (and maybe bi-yearly...) it doesn't look like a lot of work. In any case, participation from every CDO GM [illegible] invited...incorporated into THE NATIONAL will be the CDO-Census, another [illegible] that I've picked-up and that doesn't require that much work. (The Census will be available separately for a 17¢ stamp.) Also, it looks like I'll handle the French-Novice Project, with probably Randolph Smyth's help. (At the least, he's gonna be the one who'll transfer the requests to me as they come.) This Project includes the once-in-a-lifetime publication of V'LA LE BON VENT, the equivalent of THE CEPHEUS. (Except that it's a French zine.) Finally, I'll be Liaison [illegible] which could eventually play a good role within CDO. (The Liaison Officer's main function will be to do the liaison between the French and English parts of CDO.)

8. Other good news? It appears that three zines will hit the market (or already have) pretty soon.
   (a) Andy Lischett, 199 N Milwaukee Ave., Wheeling, Il60090, US has put out CHEESECAKE #1 lately. This will be a warehouse zine, and has started picking-up orphans (1976CV, 1976CJ, and 1977AI), and looks quite promising. If only Andy would have game openings, then the zine would be pretty good, containing none of the boring stuff here—only games and a refreshing style.
   (b) The TORONTO TELEGRAM, edited by Bill LaFosse, 2 Swift Dr., Apt 304, Toronto, Ont. M4A 2A2 has come out lately. His first issue, consisting 2 pages, already has a regular Diplomacy game in it; other game openings are available. Gamefees are $2.00/game, while subscription costs are 10/$4.00.
   (c) John Kelley, Box 216, Klickitat, WA98628, US. is starting [illegible] a D&D zine. The zine will contain 5-6 pages, and will sell for 3[illegible] he tells me. For those into D&D, I think that John has qualities [illegible] most important, the "mentality" for putting out a zine. But I don't know much more about it.

9. At this point, I just left for a couple of Boston game with our U. of C. [illegible] Back in fifteen minutes.

10. Fifteen minutes indeed! I think that 9 minutes 46 seconds is more [illegible] including going there, getting pissed off, and coming back! Beaten [illegible] by a good margin in each game by that friend of mine...Disgusting [illegible] ask me...makes me wonder whether I'm good at anything at times! [illegible] I guess I'll give him a licking at chess...on second thought, it'd probably take me 20 hours to beat him once, so I better stick here.

11. Please use separate pieces of paper for different subjects in the future. I've started filing each game separately, as well as every "subject". [illegible] will be a real hassle if someone sends 4 games, CDO matters and about five other topics on the same sheet!

12. COAs:
   Jan Jensen, PO Box 875, Sydney, NS. B1P 6J1.
   Frank Haika, 553 Woodpark Blvd. SW, Calgary, Alta. (CODE???)
   Also, Curtis L. Gibson now informs me that the mention "A-1" must be included with his adress, otherwise the mail might be returned to sender. So, the complete adress is: Curtis L. Gibson, 176 Lexington Ave., A-1, NYC, NY10016, US.

[illegible] the "great" news are that I'll be moving too pretty soon; probably [illegible] to include it in the next issue of PASSCHENDAELE. However, for this month, send your mail to my current adress, but be ready to note my COA next issue!

[illegible]NTOCOMPLAINIFIDON'TPUTLINEABSEPARATORSINTHISISSUEOFPASSCHENDAELE???????

[illegible]

[illegible] publication of results is delayed, for many reasons (ie. because I want [illegible]ize the whole thing more fully, and that we'll continue playing it any= [illegible] the meantime.), the main one being that I want to send out this issue tomorrow, [illegible] playing out the results [illegible] would take me at least five of my precious [illegible] hours...

[illegible]

[illegible] (Agincourt) [illegible] 1902. ALL POWERS PREPARE FOR MASSIVE STRIKES! LACK OF COORDINATION COULD HURT ENGLAND PRETTY BAD!

[illegible]a (Odad Klinger): A Bud S A Gal-Vie; A Gal-Vie; F Gre H; A Tri S A Gal-Vie.
[illegible]and (Richard Jarvinen): F Nth S F Lon-Eng (no such order); F Lon H, unordered.
F Nwy C A Edi-Nor (no such order, and impossible); A Edi H, unordered;
[illegible]ce (Robert Acheson): A Pic-Wal; F Eng C A Pic-Wal; F Bre S F Eng; A Spa H.
Germany (Randolph Smyth): F Ber-Bal; F Den S F Ber-Bal; A Mun-Bur; A Kie-Mun; A Hol-Bel.
[illegible]ly (Brian Johnston): F Nap-Ion; F Tun S F Nap-Ion; A Ven-Tri; A Tyo S A Ven-Tri.
Russia (Jan Jensen): F Swe H; F Rum H; A Mos-Ukr; A Sev S A Mos-Ukr;
A War-Gal; A StP-War (impossible).
[illegible] (Hugh Polley): A Con-Bul; F Smy-Con; F Aeg S A Con-Bul; A Ser S AUSTRIAN A Tri.

[illegible] thanks to John Lipscomb for unused standby orders. Deadline for Fall 1902 [illegible] April 28, 1979. Just en passant: would anyone object to my comments on the [illegible]

[illegible]

[illegible] Sultan reports all opposition to turkish rule has been crushed. [illegible] has recognized the peoples wish to be governed by the star of the East; [illegible] oppose Turkish occupation of Serbia. In return the sultan has [illegible]ed the Emperor with weapons and support so that he might hold back the [illegible]

[illegible] Constantinople: I think we share common goals, so there is no need to fight.

[illegible] France (with apologies to François' ethnical background):
[illegible] Once was a frog from Brest
[illegible] with an Englishman had messed,
But Frog's ill-gotten gain
Was got back with much pain
[illegible] he hopped back to Brest depressed.

[illegible] (Pomm) [illegible] AN UNBELIEVABLE AMOUNT OF MOVES FAIL! AUSTRIA BADLY LICKED!

Austria (Robert Paquin): F Gre-Bul(sc) (dislodged--ret-Ion, Alb, OTB);
A Bud S A Vie-Gal; A Ser S F Gre-Bul(sc); A Tri S A Ser; A Vie-Gal;
England (Robert Acheson): A Yor-Nwy; F Nth C A Yor-Nwy; F Nwg S A Yor-Nwy.
France (Trevor Baillie): F Bre-Eng; A Par-Pic; A Bur S A Par-Pic; A Por-Spa;
F Spa(sc)-Mar.

Germany (Shelley Foster): A Mun-Bur; F Bel-Pic; A Kie-Den; A Ruh-Hol.
Italy (Raymond Couture): A Pie-Mar; A Ven-Pie; F Tun-Wes; F Nap-Tyn.
Russia (Hugh Polley): A War-Gal; A Rum-Ser; F StP(nc)-Nwy; F Sev-Bla; F Swe S F StP-Nwy.
Turkey (James Clarke): A Bul-Gre; F Aeg S A Bul-Gre; A Con-Bul; A Ank-Smy.

Deadline for Fall 1902 is April 20, 1979. By the by, would anyone be opposed to my comments on the game?

Ankara-Vienna: You Austrians seem to think that you have a chance when in reality you don't. No, I do not accept your offer of Tunis and Naples in exchange for getting Russia's and my attack on you stopped. Anyone who would offer to turn on their only ally as you did is totally untrustworthy and must be driven from the continent.
Vienna-Constantinople: Watch your words! Your empire is weaker than mine!
Piedmont-Paris: You have our excuses for this attack, but it is necessary for our policy. It is natural for the Pope to make use of a godly lie. Italy is allied with all peoples except France, who certainly doesn't believe in God anymore.

1978S (Grey). ALLIANCES SEEM TO BE ALREADY FORMED...
Fall 1901.

Austria (Curtis Gibson): F Tri S FRENCH A Pie-Ven; A Ser S TURK A Bul-Gre; A Gal-Sil.
England (John Lipscomb): A Wal-Bel; F Nth-Nwy; F Eng C A Wal-Bel.
France (Robert Paquin): F Mid-Por; A Par-Bur; A Pie-Tus.
Germany (Frank Haika): A Mun-Bur; F Hol H; A Kie-Den.
Italy (Robert Acheson): A Rom-Ven; A Tyo S A Rom-Ven; F Ion-Tun.
Russia (Raymond Couture): F Bot-Swe; A Lvn-War; A Ukr-Rum; F Sev-Bla.
Turkey (John Kelley):
A Bul-Gre; A Con-Bul; F Ank-Bla. (sorry for the mess just above.)

Deadline for Winter 1901 is April 20, 1979. By the way, would anyone oppose my comments on the game?
Notes:
-to Curtis Gibson: I know it's only minor, but please indicate (in all of 1978S, Foreknowledge #1, and Foreknowledge #2) whether the unit you're ordering (or supporting) is an army or a fleet; if a fleet is on a province with a double coast, please indicate which coast. It would avoid me a lot of work, and a possible error in adjudications.
-to Frank Haika, who asked the following question:
"FRANCE A Ruh-Mun; A Bur S A Ruh-Mun;
GERMANY A Mun-Ruh."
"We figured that F A Ruh-Mun would be successful since it had support and G A Mun had to retreat after being dislodged. Were we right?"
Answer: YUp! Your F move succeeds since it has support and that A Mun has no support.

SC Chart, 1901.
Austria (Curtis Gibson): Home, Ser. Build 1.
England (John Lipscomb): Home, Nwy, Bel. Build 2.
France (Robert Paquin): Home, Por. Build 1.
Germany (Frank Haika): Home, Hol, Den. Build 2.
Italy (Robert Acheson): Home, Tun. Build 1.
Russia (Raymond Couture): Home, Swe, Rum. Build 2.
Turkey (John Kelley): Home, Gre, Bul. Build 2.

Press:
Berlin-Moscow: (HP) Come and get me!

Constantinople-Moscow: Whatta ya mean, you claim the Black Sea?
Constantinople-Paris & Vienna: Beat 'im to a pulp! Pound 'is guts to hamburger!
Constantinople-HIGH COMMAND: I'll sure try, though, even though I may not be able to!
Warsaw-Trieste: The very catholic Czar doesn't like your animosity against Italy.
Warsaw-Ankara: The Austrians only want your ruin and the ruin of the Czar--don't trust him.
Rom-Constantinople: I don't take too kindly to verbal warnings.
Paris-World: (especially England and Germany) Well, it seems like the French Republic failed to sign any alliance with foreign countries. I am therefore proclaiming myself Louis XIX and restoring monarchy. Long live the king!
Wien: Our ambassador to London arrived rather late, so England cd be excused for voting against France, unaware tt F has joined in t crusade to liberate Italy from an unworthy tyrant. But Germany knew the truth, if his ears were not shut to it. Does he want to rescue Acheson from t long arm of justice?

PASSCHENDAELE. Fall 1904: I omitted the Russian order A Ukr S F Bla-Rum. Therefore, Turkey now has A Bul, F Aeg instead of F Bul(sc) and A Rum--Rum is vacant and still under Russian control. Therefore, Russia gets three builds, and Turkey, nilcho; I managed to notify the players shortly after sending PASSCHENDAELE #6; however, this, combined with a player's demand to play Winter only (he wants to see what Germany will do) is sufficient grounds for playing Winter only.

Winter 1905:
A (Killeen): Even. Has A Vie, A Rom.
F (Hickey): Builds A Par. Has F Por, A Mar, A Pic, A Bel, F Bre. (A Par)
G (Jensen): F Bel ret-Nth. Removes A Pic. Has F Nth, A Kie, A Ruh, F Bel, A Mun, A Tyo.
R (Baillie): Builds A War, A StP, A Mos. Has (A War, StP, Mos), A Bud, A Gal, F Bla, F Sev, F Lpl, F Eng, F Lon, A Ukr.
T (MacLellan): Even. Has A Ser, A Bul, A Arm, F Ank, F Aeg, F Con.
I (Acheson): Even. Has A Ven, A Tri, F Adr, F Nap.

Hmm...that's the first error re-adjudication: per se that I make...hope it won't spread...Anyway, the deadline for Spring 1905 is April 20, 1979. I have orders on file from F, G, R, I, T.

Finally, the variants...

Foreknowledge #1. Spring 1902 replay; to clear things up, once and for all.
Curtis, peek back to issue #6--you'll see that I have A Tri, and not A Vie.
A: A Bul-Ser; A Gre S A Bul-Ser; F Con-Aeg; F Ank-Con; F Smy-Eas.
F: F Lon-Adr; A Rom S A Ven; A Ven S GERMAN A Mun-Tyo; (dislodged, ret-Pie, Apu, OTB)
G: A Mun-Tyo; a Kie-Hol; A Ber-Kie; A Den S A Be-Kie; F Bel-Eng.
R: A Nwy-Fin; F StP(nc)-Nwy; F Swe-Ska; A War-sil; A Gal-Bud; F Rum-Bul (sc); A Sev-Rum
A: A Tyo-Ven; A Tri S A Tyo-Ven; [illegible]; A Ser-Bud; (dislodged, ret-Alb, OTB)
B: F Nth-Hel; F Edi-Nth; F Eng H; A Hol H. F Adr -Apu.
F: A Tus-Rom; A Bur-Mun; A Par-Bur; F Spa(sc)-Wes.
OTB

Foreknowledge #2. Fall 1901--my A Ser ret-[illegible], and not to Ser, since this is impossible. Curtis said he'd build, regardless:
R: A Mos, F StP(sc).
T: F Ank, and F: A Mar.
I builds: I: F Nap, F Rom.
[illegible] G: A Ber. and A: A Bud, A Vie.

Chess column...

Do you realize this is already page 7 ?!? And I've got lotsa other things to print, so the theoritical part of the column is delayed until next issue.

Let's proceed to the games, starting with regular chess:

Smyth-Klinger (S: Black, K: White, in both the first games--Smyth will be white for the last two games.)

A. P-KB4 (black), N-KB3 (white)

B. P-K4 (white), P-QB4 (black)

So that's it for the regular chess section. Now, to the scotch chess section:

Scotch chess #1: (Guerrier-[illegible], Gibson-[illegible])

Recap--A.	P-K4,	P-Q4, PxP
B.	B-[illegible]B4	K-Q2, Q-K1, QxQ, QxB
	Q-R5,	
	QxBP c	
C.	QN-R3,	Technically, Curt made another error--it's not N-K5,
	NxQ,	but N-K4 that checks me. Actually, N-K5 is impossible.
	P-R4,	So, his move is N-K5.
	P-R4,	My own moves are: K-K3, P-B3, B-K2, NxN, NxP, NxR
	N-K5 c	

Scotch chess #2: (Guerrier-white, Gibson-black)

A. P-K4 P-K4, P-Q4

B. Q-N4, QxB, QxQ KxQ, QN-3-5 and xBP c.

C. Lemme try to figure this out...hummm....looks to me like it means: QN-K3,-K5, and then xBP c. OK...my reply is...K-K2, KxN, N-R3, N-K2.

And that's that. I'm totally discombobulated!

The amount of things that can happen to me is just unbelievable. For example, why is it that I seem to be unable to prevent a mountain of paper to spread all over the room; why is it that every week before typing this, I'm invariably buried (at least up to my neck!) by letters? Why is it that my roommate had to arrange the room in such a way that everytime I want to get out of my seat, I've got to go through the painful process of lifting myself over my chair, climb on it, and then jump over a bed three feet wide? Why is it that I have to do this at least ten times everytime I start preparing, typing, or reproducing this thing? Arg...I hope this makes some sense...in any case, it's not really important, just drives me crazy sometimes...

Can't believe it! But, omigod, it's the letters to the ~~dummy~~ editor!

Hugh Polley writes me and would like to challenge Curtis L. Gibson to a world-war-I (WWI) madman variant. According to his terms, Curt would choose his own three countries, while that Hugh would choose the madman, and of course, would get the three last countries. He says he has sent a copy of this challenge to Curtis, but I haven't heard from Curtis about this. What da ya say, Curt?

Dear François: If I may make some comments In regards to allowing two deadlines for Spring 1901. I disagree with it in a matter of a few points. When you know your participating in a new game you should take your initiative quickly also taking a long time tends to (I believe) slow the game down; Besides I do not believe the first move is as important as the second unless you forget your moves completely then you shouldn't be in the game. I also believe a long negotiating period tends to make you think to far ahead and can cause mistakes in the immediacy and thereby remove your future in the game. If you wish you may print the above to fill any blank you have. (signed: B. C. Hichey.)

[illegible] I [illegible] explain [illegible] your policy regarding deposits. Deposits are [illegible] dreadful, as they have a game for the others. The idea of a financial penalty is also good. But I think that everybody should have to pay the same penalty. Thus, I favor collecting a deposit, of, say, $25.50, at the beginning of the game, to be returned when the game ends (or the player is eliminated) to those who have not dropped out. The problem with confiscating the sub accounts is two-fold. First, that money was paid for zines, not for a game. The more important, people get treated differently. Up till you got that last cheque from me, I had a sub account of 9¢. Had I dropped out, the financial penalty would have been negligible. But another fellow with, say a $9 sub account would have to pay 100 times as much for the exact same offense. This does not strike me as fair. If the offense committed by two people is the same, the penalty would be the same.

The other point concerns your comments in #5 about my comments on the CDG [illegible] of [illegible], with reference to the use of replacement players. Let me emphasize that I think that replacement players should be used, and I would rather a game in which replacement players were not employed. However, that is a matter of personal preference. There are some players who feel that replacements should not be used. There are a minority, to be sure, but minorities have their rights as well.

As an aside, I'll point out that there are sensible reasons for not using replacement players. The rulebook does not require them. There is problems in deciding how the players should be rated. The use of standbys, in the season they are called for, presents uncertainty as to who, if anyone, will be the leader for the country. And hard feelings can result. If an "enemy" of a given player enters, or if a known "friend" of a player enters, there are those who will suspect that the GM was trying to help or harm a given player. If the replacement player chooses not to follow the alliance pattern set up by his departed predecessor, there will be the suspicion that cross-game influences are at work. But most important, many feel that the game is for those who start it; it is unfair for some other person to come along later and walk off with a win or a part of the draw on that may be very little work of their own. Its like a foot race. If one of the runners stumbles and falls, the race continues without him. The school that he represents doesn't have the right to send in a substitute from the sidelines.

At any rate, there are those who do not want to play in games where substitutes [illegible]. There are highly [illegible] Dipzines (all in England, I think) with long [illegible] which don't use replacement players, like Ethil the Frog, and Dolphins, and the players in those zines generally approve of this policy. This hobby has always thrived on diversity. I do not see the need to impose one particular philosophy on all Canadian Dipzines. So long as the zines clearly marks its houserules with this fact, no deception would be taking place.

As for your other point, i.e. "I think that never taking replacement players and still complying with the code are two compatible things", all I can say is there must be two versions around. I am relying on what appeared in RUNE TONE #298. The Rule 6 states "I will use replacement players whenever possible." The "I will" language is the same as is used in all the rules. So I'll put the question to John Leeder: Is a GM who does not use replacements in compliance with the code?

As for your "Getting Allies" essay in #6, this is a good review of the basics,

[illegible] is always useful, especially for newcomers. The two points [illegible] would have added is the major importance of GETTING YOUR MOVES IN ON TIME. This is one of the easiest to make and commonest mistakes.

Now, it's my turn!

HIGH COMMAND, re Barry's letter.

The main reason for 2-months deadlines is that pre-1901 negotiations are longest--you've got to get "acquainted" with everyone, and start discussing with everyone (if you're going to play well...) on possible alliances. That's only to give a chance to everyone to have a good start in the game. 1901 is basically different from all the other gameyears--it's during this year that you're most likely to work out long-lasting, profitable alliances; the other years will be more years of consolidation of alliances (and breaking of alliances) rather than of creation of alliances...and creating an alliance is much harder than either consolidating or breaking it, believe me! Anyway, it's practically for these reasons that Winter is usually played separately in Canada in 1901...

Personnally, I think that chances are that the more time you have, (to think, that is) the less likely you'll make errors. My rationale is that, theoretically if you have more time, you'll likely make a more profound analysis of your potential allies. But I guess it partly depends on the way you look at it.

Finally, please note that 2-months deadlines are not obligatory. If all the players have their orders in by the first month, I have no objection to playing out the first season right then. However, if as many as only one player feels he didn't have enough time for negotiations, then by all means I will give him his chance, and going to extend the deadline. After all, the main goal of a game is to provide fun to everyone, not to try and ruin the underdog's chances! But, I leave that up to the players--if they unanimously decide that one month is enough, then fine.

Thanks for your comments--they're appreciated.

HIGH COMMAND, re Mark's letter.

Indeed. Apparently, the dropouts aren't treated equally and fairly. One of my conservative points used to be: "Do dropouts deserve to be treated fairly?" But this point of view has somewhat changed during the last few months. I wonder would the players be ready to play in a game where they'd have to pay $1.00/game--a refundable deposit of $5.00? This would be reasonable by my standards--the players who would play till the end would have played for little while they'd be subsidized by the offenders, ie. in this case the dropouts. That would really make it fair. What do you think, subscribers?

Of course, minorities have their rights. And if there is a sufficient group of players in Canada to influence a GM into NOT calling for replacement players then it's fine and dandy by me. I might get burned with this statement, but however, I don't think there are even five Canadian players who don't like replacements. Personnally, I don't know of any...

I agree with the arguement that there are many good reasons for not having replacement players--another one might be that in a certain zine, replacement players are hard to find.

As an aside, ETHIL THE FROG and DOLCHSTOSS have folded recently.

I also agree that as long as a zine clearly states its policy regarding replacement players, no deception can take place.

The only point we're disagreeing upon is on to how to read the Code. I believe the way to read it is by looking at it globally, not by looking at all its parts and then getting its meaning. Remember Gestalt...the whole is greater (and not equal) to the sum of its parts. If you look at the context, then the meaning becomes different.

A perfect example of this "content" is Rule 4: "If any of my normal GMing practices differ from those recommended in this Code, I will make them known to prospective players before they enter the game." According to me, replacement players are part of the GMing practices.

Overall, I think it will be quite interesting to see John's answer to that question.

Other, miscellaneous things: Robert Paquin and John Kelley wrote me to tell me essentially the same thing. According to Robert, P#4 was the best zine he ever read, because it was so humourous. John wrote a few weeks ago to say that P#6 had been my best effort. He also told me that using eaconyms, and then spelling them out to replace them by something self-praising was just great. My first reaction is, of course, to thank them for their very special support. That will encourage me to put better and better issues (hopefully...).

Tirades...

John Kelley, Craig A. Reges, and Curtis L. Gibson have written one letter each and have mentioned some persons who, according to them, didn't act correctly. I have no objection to publishing these, as long as the following specifications are made: I do not necessarily share their opinions (?), and the "attacked" person will have the right to reply.

Actually, John Kelley wrote this as an article; I consider it to be a tirade, as names are mentioned—it would be an article if no name was mentioned. I don't pay for tirades. John, do you still want the tirade to be published?

Curt Gibson and Craig A. Reges haven't specifically said they wanted their letters to be printed, although it looked like they did...Curt and Craig, do you want your tirades to be published?

Trivia...

Walter M. Blank, Robert Paquin, and James Clarke participated this month. The questions were:

(1) In what year was the Conference of Charlottetown held?
A: 1864. Nobody had this right.
(2) Which French President was nicknamed "The Tiger"?
A: Clémenceau. James Clarke had this right.
(3) Who were the Confederate and Union Commanders at the Battle of Gettysburg?
A: Ulysses S. Grant (North) and Lee (South). Robert Paquin had this one right. Surprisingly enough, the others answered Lee and Meade.

So, now, Robert leads with 5, while James Clarke has 3, and John Kelley 2.

Here is a new set of questions:
(1) How many seats does Pierre Trudeau have presently?
(2) How many representatives (with voting powers) does Berlin-West have within Western Germany's Reichrat?
(3) Who was nicknamed: "The Sergeant King"? (Now, that's easy!)
(4) How many aircraft carriers did Japan have in November 1941?
(5) Who was the commander of the Japanese fleet and the commander (Yank) of the Pacific fleet in December, 1941?
(6) Multiple question: (a) list all the battleships that were at Pearl Harbour on December 7, 1941. (3 points)
(b) list all the aircraft carriers at Pearl Harbour on December 7, 1941 (1 point)
(c) How many (and name them) battleships and aircraft carriers were destroyed at Pearl Harbour, on

December 7, 1941...(2 points)

For this question, if you get them all, you get all the marks. If you miss one, you lose all the marks allowed for this question. (You don't get any point, even if you did answer part of the question...) That might be tough, but the question is certainly worth a try. Getting this question alone would give Robert a total of 11 points, only 4 points away from the prize, for instance.

ON NUMBERS AND ON MEN
(François Guerrier)

I was really surprised the other day when I made the inventory of all my numbers the other day. Not that I'm somebody special or important or something, but I just thought I'd do that casually, to kill time. I was astounded.

Even a second-class citizen like me has a bunch of numbers. Here are a few examples: social insurance number: 463366013, student number: 275758, phone number: 1-613-231-5400, postal code: K1N 9A7, permanent residence phone number: 1-613-538-2324, permanent residence postal code: K0C 1T0, car's licence (at home: EUU 234), without counting driver's licence, bank savings account number: 5686654, personal cheques account number: 266642, bank card (for insta banks): 736744, second savings account (at home) 32094, second personal cheques account (at home): 26, birth certificate number A697605, registration number: 60-05-045079, hospital and medicare insurance number: 50795897, police identification number (put on all my valuable objects) (and in invisible ink, s'il-vous-plaît) 179040, room number: 603B, adress number: 235 Nicholas St.; if only I take a look at my two Loto Canada tickets I just bought, I can see that I'm represented by the numbers 4094224 and 8253144 respectively. If I look at the bottom, what do I see? other numbers: 05341'''003':, 000'''134'''7'' on one, and 05341''003 and 000''134''''''7 on the other. I take a one dollar bill, look at it "normally", and what do I see? numbers. I look at the bill lengthwise, and what do I see? You guessed, number 4 in the Bank of Canada governor's signature! Where is this world coming to? Arg...I'm getting depressed. I think I'm gonna let my beard grow again. But then, on the other hand, I better not—maybe I'll have to count each hair that grows in my face and tell the inspector on the next Census.

Of course, I forgot to mention the serial and guarantee numbers on my cassette deck, turntable, receiver, equalizer, rumble-filter and aerials. I also forgot to mention the serial and guarantee numbers of all kinds of objects, such as books, and calculators. Oh yeah, talking about calculators, hummm...gee, let's not forget all the numbers that appear on the lights when I press on the buttons...let's not forget all the numbers on the digits of the calculator...hummm...fascinating. That reminds me I've got to hand in assignments in Algebra, Probability, Statistics, Calculus (Integral Calculus, mind you), Genetics, Chemistry, and Physics by the end of the year, not to forget computer science!

Gee, I'm depressed...you guys just don't know how <u>lucky</u> you are to be different from me!

Well, guys, it does look like all the features that used to be in PASSCHENDAELE in the past will <u>have</u> to be delayed till next issue. Can you imagine what it would have been like if I hadn't created ANTWERP? (Lemme see...the RCMP or the CIA <u>surely</u> have a code-number to designate my zines...whomm...maybe 22293485712 or Z43193049-K? omigod!) I would have had to cram in 1976CX, 1976A, 1977AT, 1977AZ in addition to 1977AB, 1978Q, 1978R, 1978S and Dunkerque! The issue would already be at page 13 with these games in! However, ANTWERP will permit me to put an article on Diplomacy before the end...hopefully, if I can get myself to stop blowing hot-air...

A group of Cub Scouts visiting the Cincinnati FBI office stopped to view pictures of the Ten Most Wanted Men in the United States. One cub pointed to a picture and asked if that really was the photograph of the wanted person. The FBI man aussured him that it was. "Then why didn't you keep him when you took his picture?"

WHATYOUGUYSSAYIFITURNEDMYZINEINTOAREGULARTHIRTYPAGESAMONTHZINE???THIRTY PAGES AMONTH,OMIGODINDEED!!!!HOWMANYOFYOUWOULDBEREADYTOPAYSIXTYCENTSFORTHAT?????

THE PROCESS OF NEGOTIATING
(François Guerrier)

Surprisingly, not many editors expound on this. Although it may not be as important an issue as things like alliances, replacement players, etc., it does have a certain importance--if you don't negotiate correctly, then chances tend to be against you.

One aspect of negotiating is by what means you do it. The two means that won't disturb the other guy are the mail and the telephone (unless he is a day-sleeper.).

The telephone has many diplomatic advantages. Namely, a telephone call usually tends to make a good impression to the other guy, who most often will figure that you are sincere, since you were that ready to dish out money in order to convince you. Therefore, the telephone has that great advantage. The telephone has two disadvantages, however: there's the bill at the end of the month, and, most important, if you're not careful, the fellow at the other end might get too much out of you...reflexion always helps, so don't conclude hasty agreements over the phone unless you've already done some thinking about them.

The letters. There is no standard way of writing them, but there are some rules of the thumb to follow. First of all, it <u>is</u> better to identify everything clearly right at the top of the letter (country of the sender, receiver's country; gamedates; Boardman number.)--if the reader has to go hunting for all that appropriate information (which will be the case if he's in more than ten games), he <u>might</u> have a worst opinion of you than he should. But the most important features of the letter are the style, tone, and handwriting.

Your handwriting doesn't have to be perfect, as long as it does not resemble hieroglyphs. <u>Maybe</u> bad handwriting won't hurt you, (even though I don't know of one guy who had a bad handwriting that did well in any of his games...) but it certainly won't help you... Personnally, I read poorly written letters and pay equal attention to them than to any other, but I'm sure there are guys who will simply throw it away rather than sit down and try and decipher it all night, and will ally with another neighbour.

The most important things in a letter, however, are style and tone. Generally, common courtesy and politeness are appropriate. Insults will NEVER help: if you insult your enemy, do you think he'll become your friend?!? (As anybody ever heard such a <u>ridiculous</u> question?) On the other hand, insults will only drive a wedge between you and your allies if you direct them at them. (I hope that makes sense...) Menaces will help occasionnally, if well-founded. But more on that later.

Your style must always be clear, and logical. If you strike someone as being illogical, he won't want to associate with you very long, unless he has no choice. You may write long or short letters, depending upon the situation. If there are many aspects to cover, then of course you'll have to write a long letter; if you want to con your reader, then also it is good to cover the page with truths and then stack a lie in the middle. But if there isn't much to cover, then there's

to need (as a matter of fact, it's facetious) to go beyond one page. Just state your good intentions, and your interest in the reader's destiny in that game.

Besides all these general qualities, a good letter will contain much of the following. It will always expose the situation clearly enough. In a letter, it's also important that you state all the alternatives you and the reader have; it's also a good idea to state which alternative you prefer, and then to list all the advantages of this alternative as opposed to the disadvantages of all the others. Right there, doing just that might force you to write a fairly long letter if the situation is complex. The main reason for discussing all the alternatives at once is that a one month deadline usually doesn't give you much time to send/receive more than one letter, and sometimes two. Therefore, you must discuss everything at once, to be able to cover everything that has to be covered that month.

Then, the next thing to do in the average letter is to list all the advantages of the present alliance to your reader, assuming that you and the reader are allied. Then, after doing so, it is a pretty good idea to list all the disadvantages of breaking the alliance, and to prove to your reader that it wouldn't be a good idea to break the alliance. Proving to your ally that it would be disadvantageous for him to break the alliance is an essential part of diplomacy. Up to date, this has been the best deterrent.

If you're writing to your enemy, or someone neutral, (and, assuming that you want to ally with him) then it's a good idea to list all the advantages that an alliance with you would comprise, and to prove two things: (1) it would be to his advantage if he stabbed his allies, (2) he can get a better deal if he allies with you. Once you've convinced him of that, you've made yourself an ally.

Of course, it's very important to back up your letters with reality as much as possible. For instance, if you say to your ally that he'll have trouble getting any center from you if he stabs you, and that there's no way you can cover two of your five centers from him, then that approach isn't likely to work vary well. Then, it's much better to take the approach: "If you attack me, you'll lose your only ally against that 9-centers neighbour of yours; furthermore, you'll get no more than these two centers you can easily get from me, because, if you stab me, I'll write that big neighbour of yours, propose a puppet agreement to him, and concentrate all my forces in a counter-attack against you." That approach is likely to work a lot better, even if the 9-centers power wouldn't want of you as a puppet, because your reader is not likely to know that. But he'll know very well you can't stop him from getting these two centers of yours--he's not stupid--and that's why the first approach won't work at all.

Another thing that may help you one day or another is good timing. One aspect of timing is that you should always at lest try to be one season ahead in negotiations. It sometimes happens that situations are too complex to allow for negotiations on the next season. But when it's possible, keeping one season ahead in negotiations will give your alliance more coordination, and will give you more time to negotiate (since you're already ahead) whenever complex situations arise. Also, being ahead in negotiations gives you one more advantage: that of being able to send orders sooner, thus giving you further "guarantee" that you won't NMR. Another aspect of timing is that you should send all your letters immediately upon receipt of the adjudications--this will give your reader time to answer, and then it will give you time to answer his reply while sending orders in on time...this will give you a better opportunity to establish a good dialogue.

A last thing that can be said about any period of negotiations is: "never quit negotiating." Don't stop negotiating with the other players even if you have reached an agreement with one of them; there are two main advantages to keeping in touch with everybody even when you've reached an alliance--other alternatives will still be open to you if you're stabbed by your ally, and other players might aventually come-up with even better deals than the one you've got,

than permitting youuto stab your former ally. Even when you stabbed a player, you should keep in touch with him--namely, you should excuse yourself for stabbing him, and give him good reasons for the stab; this will usually prevent an embarrassing, suicidal counter-attack which would have probably taken you down with him. If you are the stabbee, it will be good to stay in touch with your aggressor--this way, he'll be less timid to ask you to become his puppet when the time comes. By the way, if puppethood becomes your last means of survival, then by all means don't be scared to become a puppet...

Lastly, never hastily conclude agreements with anyone...it's good to seriously weight everything that is being said, to look for lies in letters you receive, before embarking into a venture that might abate you.

This article only covers general aspects of one-way negotiating--in the future, others on lies and "reading a letter" should complete it. No space/time left to complete the thing thish...

Oh yeah...there's one short biography I can squeese in in the space left: Ms. Shelley Foster: I am relatively new to the diplomacy hobby, but don't let that, or the fact I'm a female lure you into believing my tactics or strategy is any less than yours. I think the day is near at hand when Diplomacy will no longer be a MALE dominated game. My age (old enough)! My hobbies: chess, backgammon, tennis, figure skating, judo. In any sport or hobby--I play hard and I play to win.

The press-winner for this month is Richard Jarvinen. By the way, he's the first press-winner ever in PASSCHENDAELE as well...

Until PASSCHENDAELE #8, than, (which you all hope will never be printed, I know, I know, but there's no such luck...)....

FINE JIG-A-DOO!!!

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